

A FUTURE WITH 3D ENGINEERING AND AUGMENTED REALITY

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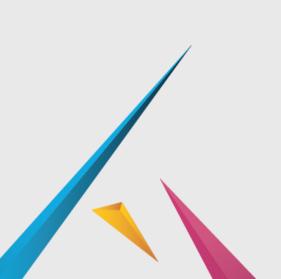
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PREFACE

- The information in these slides is intended to be conceptual and doesn't necessarily represent technology as it exists today
- The content doesn't necessarily represent any specific tools, software, or projects unless otherwise specified





WHY?

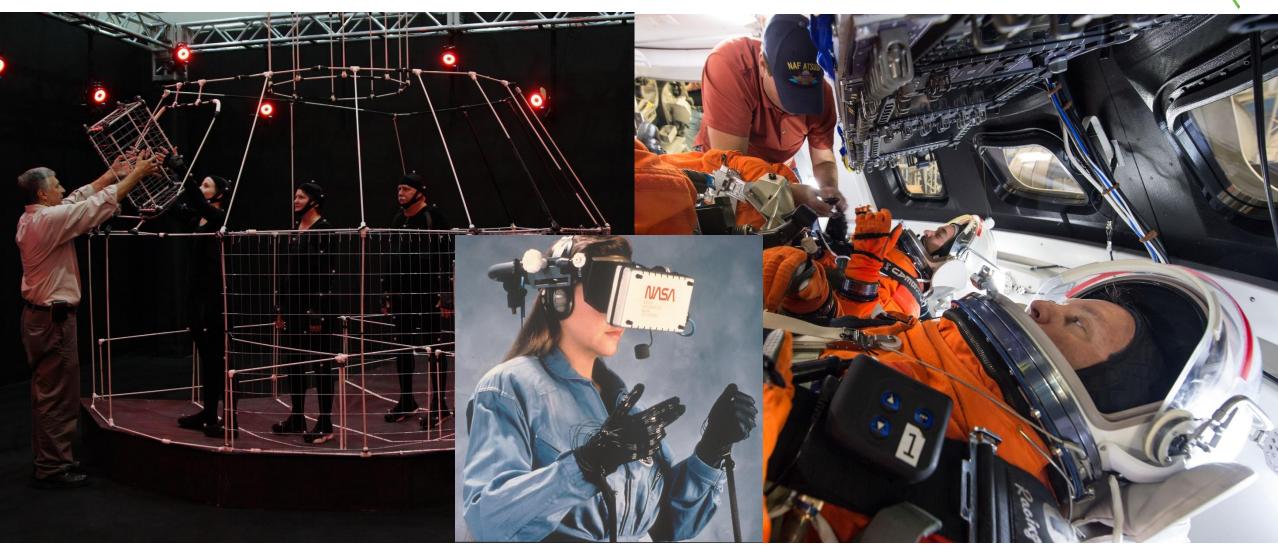
ENGINEERING OF YESTERDAY





EXPERIENCE





THE BENEFIT OF AUGMENTED REALITY







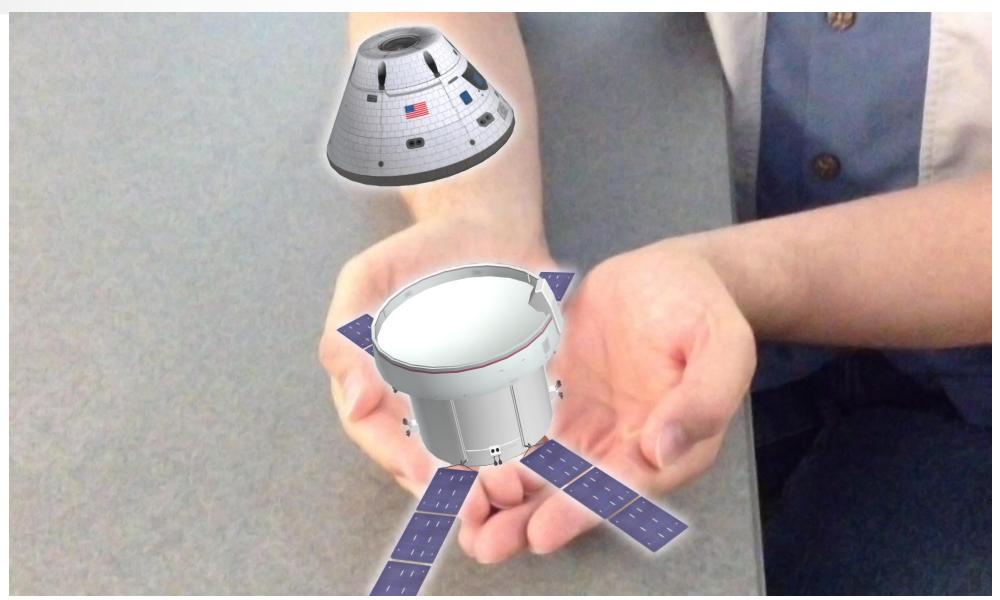
CURRENT CAPABILITIES OF AUGMENTED REALITY





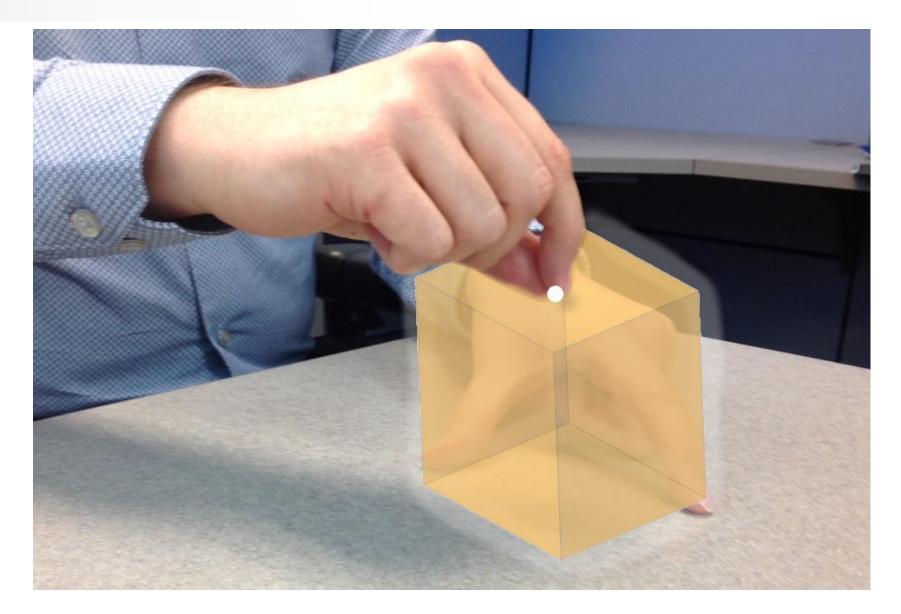
VISUALIZE





CONCEPTUAL DESIGN





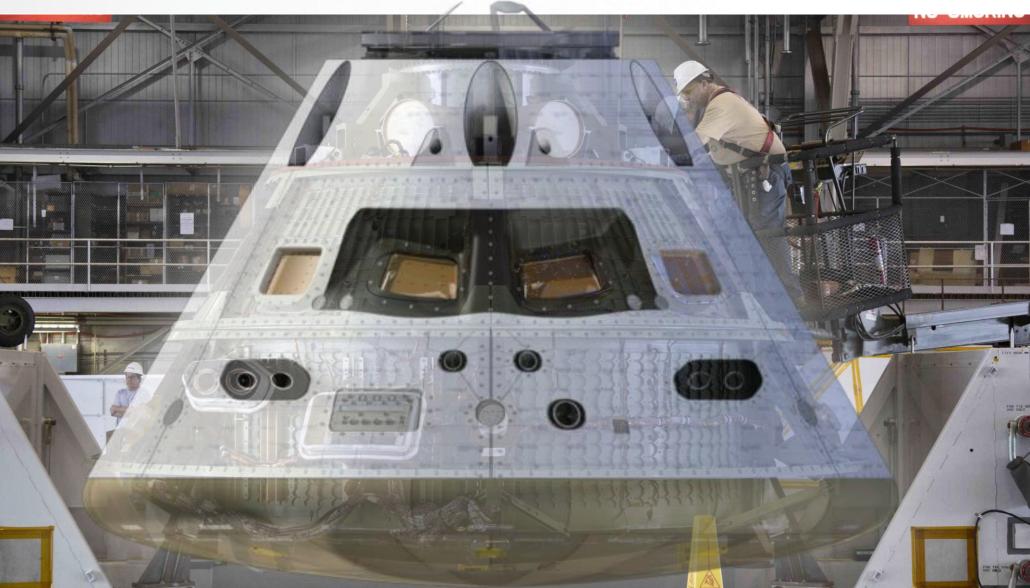
USER EXPERIENCE





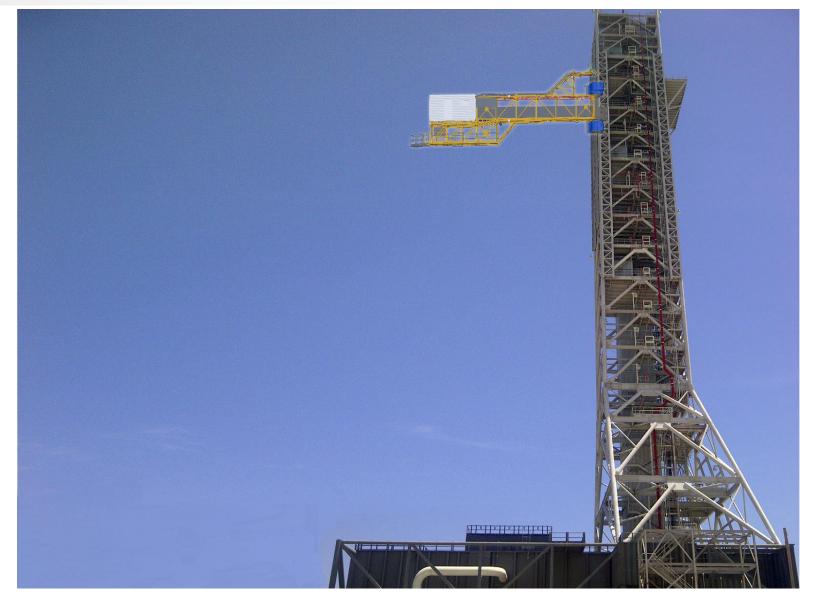
OBJECT RECOGNITION

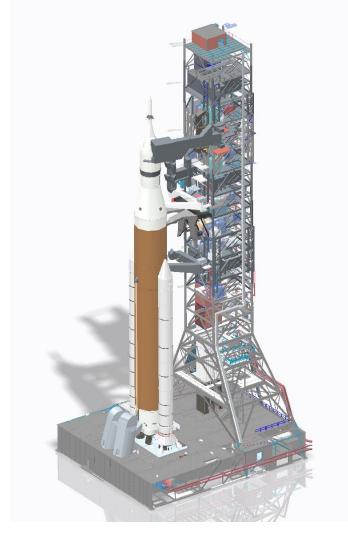




ADVANCED DESIGN







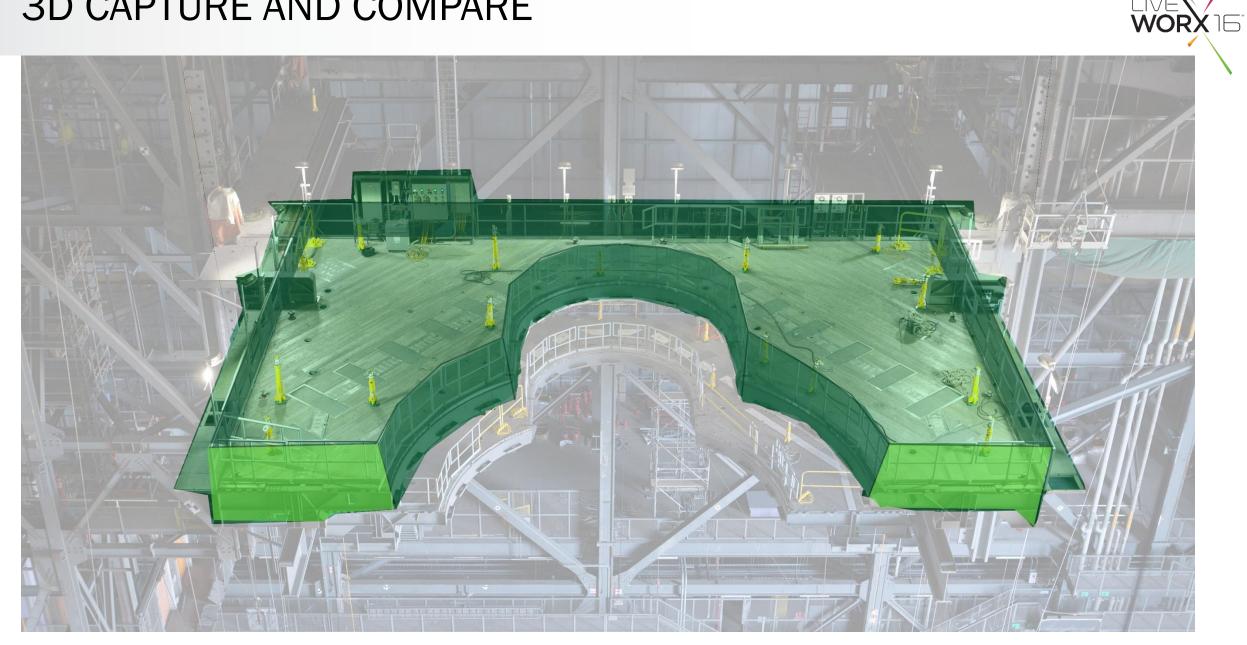
#LIVEWORX *Conceptual Image

REMOTE ENGINEERING



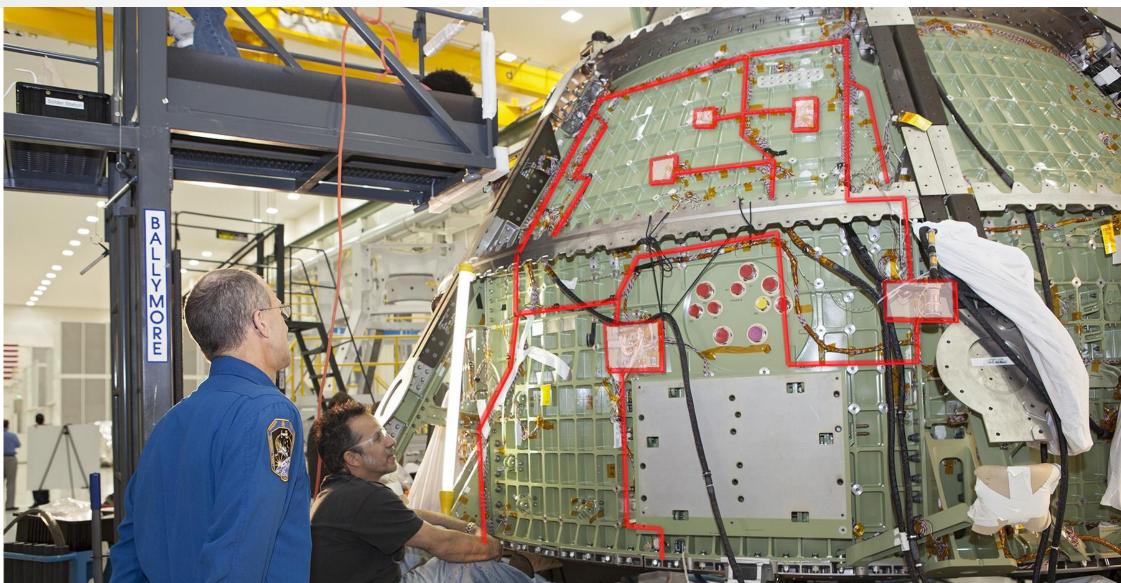


3D CAPTURE AND COMPARE



2D TO 3D COMPARISON







EXISTING PROJECTS PAVING THE WAY AHEAD

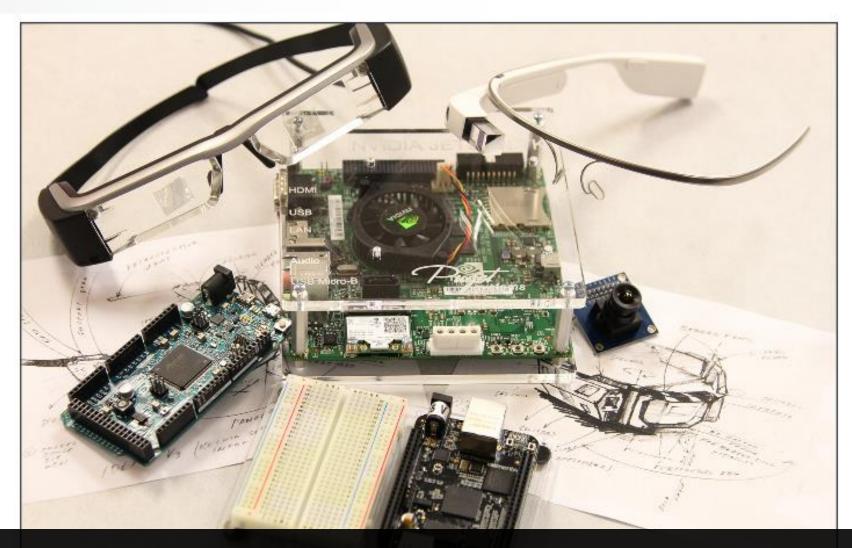
PROJECT SIDEKICK





INNOVATIVE DISPLAY AND ENVIRONMENTAL AWARENESS SYSTEM (IDEAS)

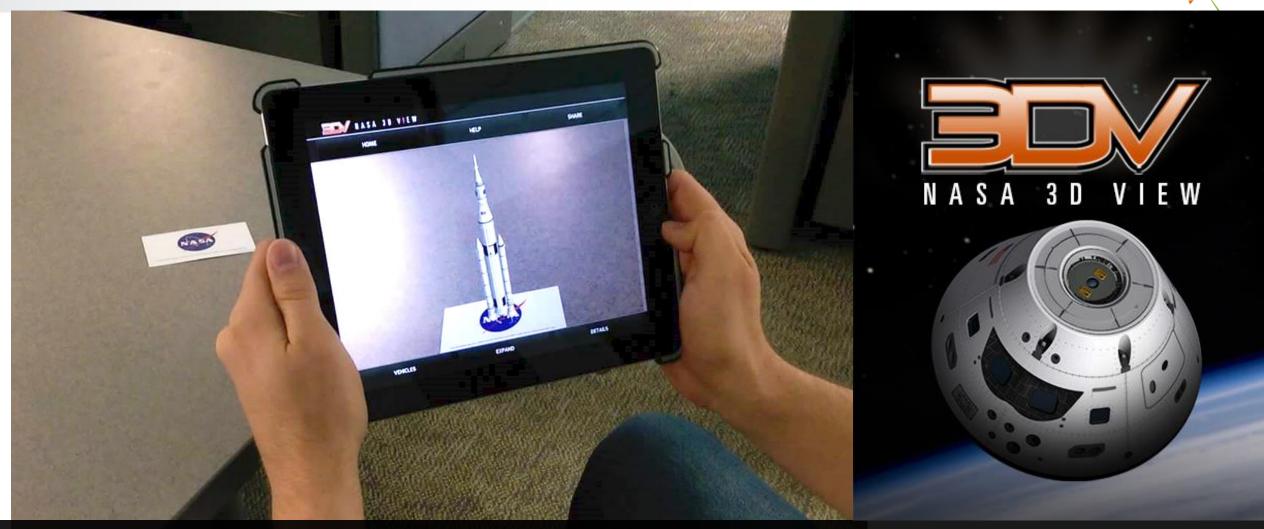




http://www.nasa.gov/content/ideas-to-enhance-operations-on-earth-and-in-space

GSDO APP





http://www.nasa.gov/externalflash/3DV/

CHALLENGE



Seek use cases

Push for improvement

Start exploring

• If it doesn't exist, make it exist

